CLAIMS

1. Method for dynamically generating an object class (Class1) in a computer system (10), characterized in that it consists of creating a global generic class (GenericClass) having two possible members, whereof at least one member is an instance of a generic class (GenericAttribute, GenericMethod), and of instantiating the global generic class in order to have said object class.

2. Method according to claim 1, characterized in that the member is an attribute of the global generic class.

3. Method according to claim 1 or 2, characterized in that the member is a method of the global generic class.

4. Method according to claim 3, characterized in that a method of the global generic class is defined by at least one parameter derived from an instance of a generic class (GenericParameter).

5. Method according to any of claims 1 through 4, characterized in that it consists of automatically generating the global generic class and the generic classes by means of a tool (20) having respective dialog boxes (23-26) that make it possible to define these classes.

6. Method according to any of claims 1 through 5, characterized in that it is implemented in a command interface (11) of the computer system.

7. Method according to claim 6, characterized in that it is implemented by a designer (C) who is a computer expert, using the command interface used for the control of the computer system by a user (U) who may not be a computer expert.

8. Computer system (10) characterized in that it implements the method defined according to any of claims 1 through 7.

9. System according to claim 8 comprising a computer system (1) and a command interface (11), characterized in that it is implemented in the command interface.

10. System according to claim 9, characterized in that it is implemented in a design module (13) of the command interface (11) by a designer (C) who is a computer expert, using a console (17) used for the control of the computer system by a user (Y) who may not be a computer expert.